

stream and for transmitting the encoded bit stream, and a sleep function for powering down said game controller in response to detected inactivity of said plurality of user operable switches for a period of time; and

D1
concl. a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the encoded bit stream representing the game information, said receiver circuitry having logic circuitry for decoding the bit stream and detecting the auto activate signal in said bit stream and for modifying the game information such that an activate signal is continuously sent from the console interface to the game console via the at least one of the game controller ports, wherein at least one object in a game being played with the video game system console is continuously activated via said console interface in response to the received activate signal, wherein said activate signal being transmitted from said console interface via at least one game controller port operates independent of said sleep function in said game controller.--

D2 --3. (Amended) The wireless control unit according to claim 1, wherein said console interface further comprises a connection port for receiving a memory cartridge for selectively storing game information.--

D3 ~~5.11~~ (Twice amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a plurality of game controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including an auto activate start signal, and a sleep function for powering down said game controller in response to detected inactivity of said at least one user operable switch for a period of time; and

D³
conf.
at least one console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from each of the plurality of game controllers and for selectively modifying the game information from each game controller so that when the auto activate start signal is received by said console interface, an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in the game being played with the game console is continuously activated via said console interface in response to the received activate signal, wherein said activate signal being transmitted from said console interface via at least one game controller port operates independent of said sleep function in said game controller.--

D⁴
7-14. (Amended) The wireless control unit according to claim ⁵1, wherein said console interface further comprises a connection port for receiving a memory cartridge for selectively storing game information.--

D⁵ Sub. E² 8-20. (Twice amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate

with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless controller unit comprising:

DS
a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including an auto activate start signal, wireless receiver circuitry for receiving controller information, and a vibrating member; and

concl.
a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from the game controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal, said console interface including wireless transmitter circuitry for transmitting controller information to the game controller, said controller information including control signals for activating said vibrating member.--

D⁶
~~12~~
~~24~~. (Amended) The wireless control unit according to claim ~~22~~¹⁰, wherein the peripheral device comprises said vibrating member.--

D⁷
~~13~~
~~26~~. (Amended) The wireless control unit according to claim ~~20~~⁸, wherein the controller further comprises a sleep function for detecting inactivity of the at least one operation switch and turning off the power to the internal circuitry of the controller in

D⁷
concl
response to a predetermined period of time of detected inactivity, wherein said activate signal being transmitted from said console interface operates independently of said sleep function. --

Sub. E³ > 14
-27. (Twice amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

D⁸
a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information including an auto activate start signal, wireless receiver circuitry for receiving controller information, and a connection port for receiving a vibrating member; and

a console interface having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from at said game controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the video game system is continuously activated in response to the received activate signal, said console interface including wireless transmitter circuitry for transmitting controller information including control signals for activating said vibrating member to said game controller.--